



US 20150231511A1

(19) **United States**(12) **Patent Application Publication**  
**KONDO et al.**(10) **Pub. No.: US 2015/0231511 A1**(43) **Pub. Date: Aug. 20, 2015**(54) **STATIONARY GAME APPARATUS, GAME APPARATUS, GAME SYSTEM, RECORDING MEDIUM AND SPEED CONTROL METHOD****Publication Classification**(51) **Int. Cl.**  
**A63F 13/95** (2006.01)  
(52) **U.S. Cl.**  
**CPC** ..... **A63F 13/95** (2014.09)(71) Applicant: **NINTENDO CO., LTD.**, Minami-ku (JP)(72) Inventors: **Masahiro KONDO**, Minami-ku (JP);  
**Tomotsugu NAGAOKA**, Minami-ku (JP)(57) **ABSTRACT**(21) Appl. No.: **14/618,265**(22) Filed: **Feb. 10, 2015**(30) **Foreign Application Priority Data**

Feb. 20, 2014 (JP) ..... 2014-030612

An example system includes an internal hard disk drive storing a program and/or data, a communication unit transmitting/receiving a program and/or data via a network, and a processor executing a program stored in the hard disk drive to perform game processing. The example system is not provided with an optical disk drive for reading out a program and/or data from an optical disk.

